

# ***Kevin N. Haw***

WWW: <http://www.KevinHaw.com>

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## ***Objectives and Interests***

To obtain challenging employment as a software engineer in the Southern California area, preferably programming embedded systems. Career goal is technical lead or management position.

## ***Synopsis of Experience***

Creative problem solver and team player with extensive real-time embedded systems software development experience. C, C++, Python, Javascript and assembly for x86, Power PC and other processors. Developed device driver and application level software for Fedora Redhat LINUX, Solaris UNIX, Windows CE .NET and other real time operating systems. Wrote applications and tools for Windows and UNIX platforms. Taught undergraduate and extension courses in UNIX for California State University, Fullerton. Well versed in software requirements specification, design, code, test, and formal qualification. Numerous awards for process improvement initiatives. Two Master of Science Degrees: one in Software Engineering and one in Computer Science. A good mix of programming experience, leadership roles, and instructional knowledge gives me unique a perspective on software development, letting me see it from both the developer driven, low level and customer driven, "big picture" viewpoints.

## ***Professional Experience***

### ***Senior Software Engineer, Boeing Company. Anaheim, California.***

#### ***December 2003 to Present***

- Software engineer for Solaris UNIX and Fedora Redhat LINUX platforms used for acoustic processing on P-8A Multimission aircraft.
  - Implemented acoustic data transfer manager to process 64 channels of mission critical acoustic data over gigabit Ethernet LAN in real time.
  - Rewrote NATO specification for static acoustic data storage as streaming TCP/IP protocol, which served as a primary driver for \$6 million worth of subcontracts.
  - Implemented software application to control, manage, and diagnose two different vendor units, a 64 channel RF receiver and a high capacity data recorder.
  - Coordinated interface development with acoustic data receiver and recorder subcontractors.
  - Used rapid development techniques with HTML/CSS and Javascript to quickly prototype and test operator interface changes.
  - Created a Python based media maintenance utility to control an acoustic data recorder over TCP/IP.
- Software engineer for acoustic processing on P-3 antisubmarine aircraft.
- Developed technical proposal for expendable acoustic sensor for littoral surveillance.

### ***Senior Software Engineer, Rockwell-Collins Passenger Systems. Pomona, California.***

#### ***April 1996 to November 2003***

- Software Engineer for Windows CE .NET platform on company's next generation in flight entertainment system and for business and regional jets.
  - Chief software architect for Windows CE .NET platforms to render streaming digital video and audio. Gave direction for team of developers for design of all software, including device drivers, embedded webpages, and built in test software.
  - Developed Windows CE utility to calculate UDP multicast video stream performance metrics.
  - Designed and implemented Windows CE ActiveX control to manipulate a video port for viewing real time streaming digital video and live analog video via Javascript controls on a webpage.

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- Designed and implemented a Windows CE .NET SNMP extension agent to control unit over a webpage via an embedded ActiveX control.
- Adapted off the shelf vendor bootstrap code to load a Windows CE .NET image from flash memory or over an RS-232 serial port.
- Worked closely with hardware team to debug and bring up several platforms.
- Managed subcontract for outsourced driver development.
- Used "Extreme Programming" methodology for software development.
- Software Engineer for embedded Power PC platform on flagship in flight entertainment system.
  - Ported compression code (GNU's GZIP) to embedded target to save flash memory space, extending lifespan of platform and saving approximately \$2 million in hardware upgrades.
  - Nominated for Rockwell-Collins Engineer of the Year.
- Technical Lead on Cabin Service System (CSS) for the Boeing 767 airframe, providing technical direction to team of 20 software engineers.

### ***Senior Engineer, Northrop Grumman Corporation, B-2 Division. Pico Rivera, California August 1990 to March 1996***

- Enhanced real-time embedded operating system of the B-2's Flight Control Computer (FCC).
- Enhanced and maintained several graphical user interfaces (GUIs) for pilot displays.
- Wrote code and tutorials for failure diagnostics, throughput and memory usage metrics. Active in Software Engineering Institute (SEI) process improvement efforts.
- Process improvement award for failure diagnostics in the DPU, saving over 3000 debugging hours.

### ***Formal Education***

- ***Master of Science Degree in Software Engineering***, California State University, Fullerton. Fullerton, California. Spring 2006.
  - Capstone project: "Protecting Sensitive Data While Outsourcing Software Development Projects."
  - Member of Upsilon Pi Epsilon honor society.
  - A member of the first graduating class to earn this degree at Fullerton.
- ***Master of Science Degree in Computer Science***, California State University, Fullerton. Fullerton, California. Spring 1993.
  - Emphasis in hardware interface topics and object oriented design.
- ***Bachelor of Science Degree in Computer Science, minor in Mathematics***, California State University, Fullerton. Fullerton, California. Summer 1990.